PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SCUS-94254
94254
Legend of LEGAIA
1 DISC
SONY
COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Legend of Legaia™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail & $5.00-$20.00 for card recharge

Within Canada: **1-900-451-5757**

$1.50 per minute for prerecorded information

For US callers, game counselors are available 8 a.m. - 5 p.m., M - F, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. - 6 p.m. Pacific Standard Time.

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Our news is always hot! Visit our website and find out what's happening – new titles, new products and fresh tidbits about the PlayStation® game console.

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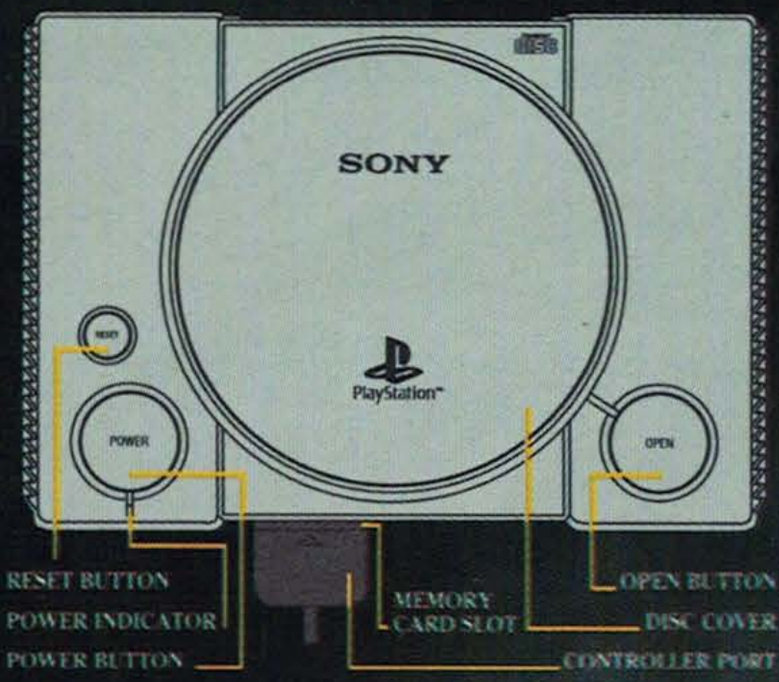
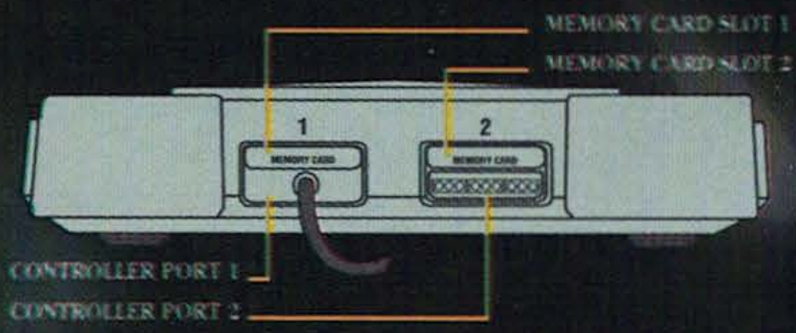
Getting Started





Setting Up

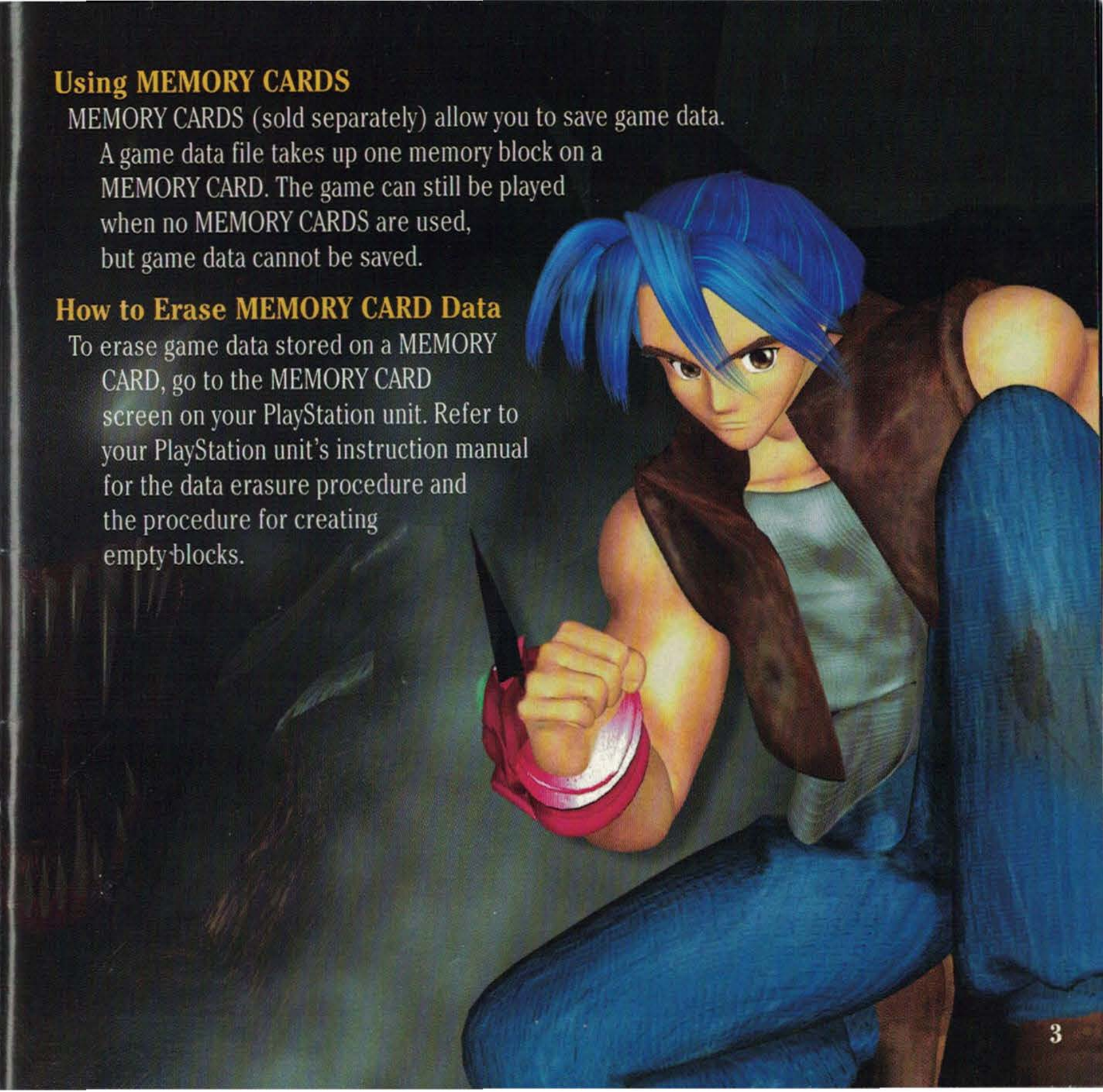
1. Set up your PlayStation game console according to the instructions in its instruction manual.
2. Connect the controller to controller port 1.
3. Open the CD door and insert the compact disc, label side up.
4. Close the CD door and turn ON the PlayStation game console.
5. Follow the on-screen instructions to start a game.

Using MEMORY CARDS

MEMORY CARDS (sold separately) allow you to save game data. A game data file takes up one memory block on a MEMORY CARD. The game can still be played when no MEMORY CARDS are used, but game data cannot be saved.

How to Erase MEMORY CARD Data

To erase game data stored on a MEMORY CARD, go to the MEMORY CARD screen on your PlayStation unit. Refer to your PlayStation unit's instruction manual for the data erasure procedure and the procedure for creating empty blocks.



Controls

The controller functions are described separately for the two different game modes: Normal Mode and Fighting Mode. Also, the controller's vibration feature can be turned on or off by selecting Options on the Menu screen.

The game can also be played with an ordinary controller not equipped with an analog thumb-stick. The operations are the same as with the DUAL SHOCK™ Analog Controller.

Directional buttons: *Normal Mode:* For moving the cursor between options. Also moves characters in the direction pushed. Depending on the map position, you can also use these buttons to jump from a dead-end.

Fighting Mode: When fighting options appear on-screen in the same configuration as the directional button positions, press the corresponding directional button to make your selection.

▲ **button:** *Normal Mode:* Displays the Menu screen.

Fighting Mode: When you are about to select your attack combination, this button brings up all the Art commands you have learned up to that point. Press the Triangle button again to go to the next page.

✖ **button:** *Normal Mode:* Enter selection

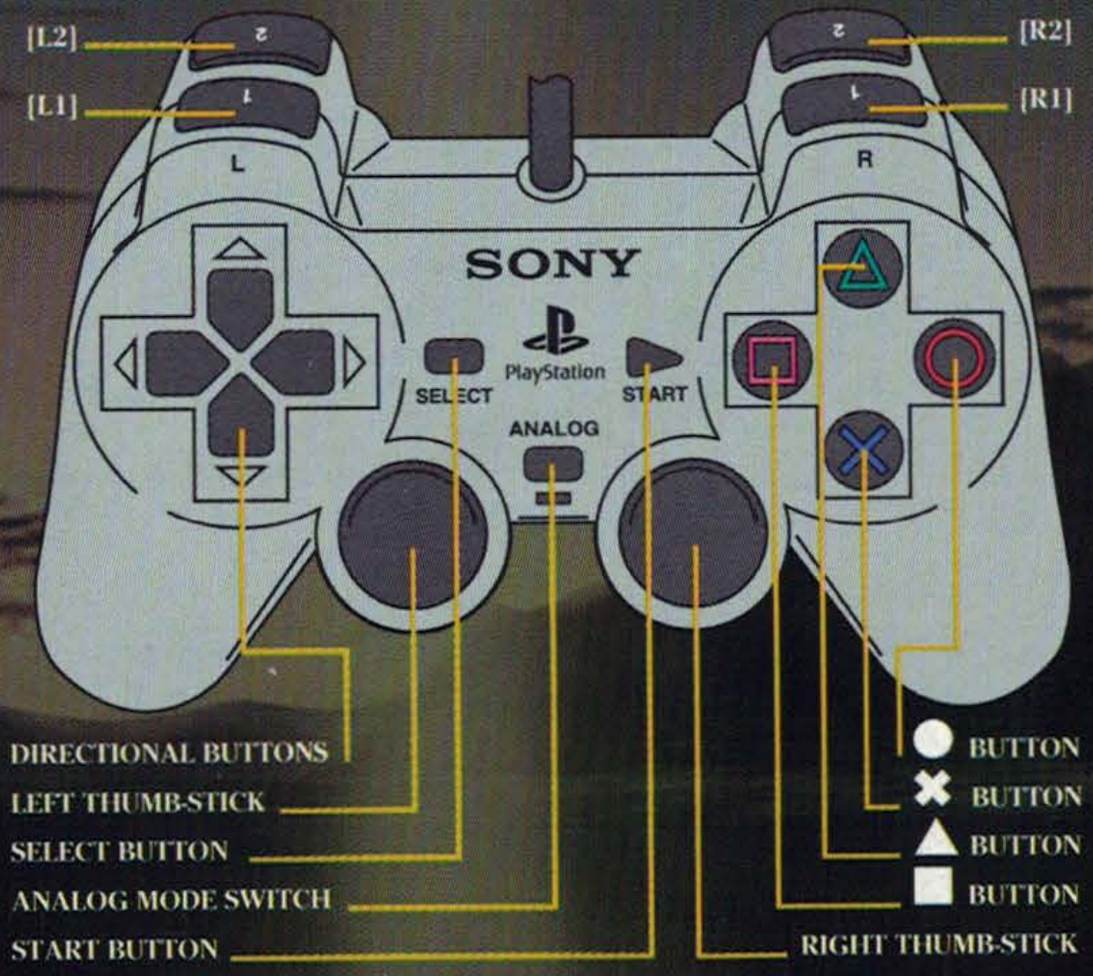
- Run feature *(hold X + directional button)*.
- Interact with people or items.
- Examine drawers/cupboards.

Fighting Mode: Enter selection

● **button:** Cancel a selection or return to the immediately preceding screen.

■ **button:** Used on panoramic map screen to display towns.

Select button: *Normal mode:* Cancels prologue sequence and displays menu screens



Start button: Not used.

Left thumb-stick: Same as directional buttons.

Right thumb-stick: ⬆ = Triangle button, ➡ = Circle button, ⬇ = X button, ⬅ = Square button.

L1 button: Press to see the panoramic map when you are in the outdoor field. For all locations other than the field, this button has the same function as the X button. *(The run feature is not available.)*

L2 button: For canceling a selection. Has the same function as the Circle button.

R1 button: Press a directional button while holding down this button in order to use the run feature for your character. *(The run feature is unavailable in the field.)*

R2 button: Not used.

Story...

God created the heavens, the earth, and the seas. After creating all things in the universe, god created humans to rule over this world. Yet while possessing the wisdom of god, humans were physically weaker than the wild beasts, and impulsive in spirit. Many times did the humans come close to dying out forever. Concerned about the humans' future, god gave them a mighty force with which to aid them. It was the Seru.

Since the dawn of human memory, known as history, humans lived together with creatures known as the Seru. The Seru lived together with humans, always obeying them, and making the humans many times stronger than before. When not worn by a human, a Seru looks much like a stone figure. However... Upon touching a human, a Seru changes form and gives that human secret abilities. With a Seru, a human can lift extremely heavy objects and even fly in the air. However, that era came to an end.

Appearing from out of nowhere, the Mist covered the land, bringing to an end the world of prosperous symbiosis between humans and Seru. After the thick Mist came, the Seru, who once obeyed humans, rebelled against them. The Seru began attacking humans at will. Seru that attached themselves to humans controlled their minds and turned them into evil beasts.

As if forsaken by god, human civilization collapsed. It was the twilight of humanity. Those who escaped the Mist inhabited the desolate areas and protected each other. Now, their faint hope is their only source of inspiration.

Legaia

Enter Legaia, a world engulfed in the horrible Mist. The tale begins in Rim Elm, a desolate village where massive walls have been erected to hold back the Mist.

Seru

Creatures made of a jewel-like substance and possessing nearly infinite strength and nearly eternal life. When deliberately worn by a human, Seru bestow the ability to fly and even to communicate telepathically with animals. But Seru that come in contact with the Mist are transformed into evil creatures that will attack any human on sight.

Ra-Seru

A special type of Seru capable of resisting the evil influences of the Mist. Ra-Seru possess free will and can communicate telepathically with their human wearers. Dormant Ra-Seru are found inside Genesis Trees, and can be awakened only by humans with hope in their hearts.

Genesis Tree

A semi-dormant tree that sustains a similarly dormant Ra-Seru awaiting someone to come along and awaken its host tree. A Genesis Tree is awakened when people who sincerely hope for peace combine their powers with those of the Ra-Seru inside the tree. Once awakened, a Genesis Tree uses its powers to drive away the Mist from the surrounding area and to make evil beings good again.

Mist

A mysterious vapor that turns Seru into crazed, evil creatures that act of their own volition. Mist-crazed Seru not only attack humans, but when worn by a human also control that person's mind, turning that person into a monster. The origins of the Mist are shrouded in mystery, as are the reasons for its creation.

Title Screen

The Title screen has two options: NEW GAME and CONTINUE. Use the directional buttons to select an option, then enter your selection with the X button.

New Game

Select this when playing the game for the first time, or when starting a new game. The game begins once this option is selected.

Continue

Select this to continue a game in progress. If you have saved data from a previous game, select this option to load it. First select the MEMORY CARD slot and then the data file number with the directional buttons. Next, press the X button to enter your selection.

Entering a Name

A name of up to 9 characters can be entered for each hero. To enter a letter, use the directional buttons to select, then press the X button. Once you are finished entering the name you want, select ENTER in the lower right-hand corner of the window, then press the X button.

- Delete: Each time the Circle button is pressed, the letter farthest to the right is deleted.
- Character name: The default name for the character is already input. Select this if you can't decide on a name yourself.
- Select: To complete name entry, select this item and then choose YES when the verification message appears.
- BS: To delete letters, select this item and press the X button.

Communication

When you press the X button while standing up against another character, a message window appears containing that character's dialogue. To skip messages or go to the next window, press the Circle or X buttons. Be sure to read every message window, as some contain important hints for moving ahead in the story.

Choices

Choices sometimes appear after dialogue. When this happens, use the up and down directional buttons to select the choice you want, then press the X button to enter.

Types of Buildings

A town or village may have three types of buildings: weapon and armor shops, item shops, and inns. Each building is marked with a sign. Talk to the storekeeper to initiate a transaction.

Weapon and Armor Shops

Here you will find swords, axes and other hand-held weapons, along with armor, helmets and other types of protective gear.

Item Shops

Sold here are jewels, rings and other accessories worn on the body, as well as healing items and other finite-quantity accessories.

Inns

Spending the night at an inn completely restores HP and MP.

How to Purchase

Buy

When in front of the storekeeper, press the X button. The effect and quantity are given in the lower right-hand corner. Press the X button to enter your selection. If it is a weapon or armor then indicate whether you wish to wear the item or add it to your collection of items.

Sell

A list of the items you possess appears.

Select with the up and down directional buttons. At this time, the item's effect and selling price appear on the left side of the screen, and skill appears in the lower left-hand corner. Press the X button to select, then use the left and right directional buttons to indicate the quantity you wish to sell. Press X to confirm your selection.

Quit

To leave the shopping screen, press the Circle button, or select quit and press the X button to leave this screen.

Maps

Field Map

When you leave the village, the screen changes to a large field map. Use the directional buttons to move your character on toward the next destination. To enter another town, building or other location, simply move your character toward it.

Viewing the Panoramic Map

Press the L1 button while on the field map to view the panoramic map. On the screen is a red symbol showing your character's current position, and the names of the places you have already visited. In the lower left-hand corner is the panoramic map. Use the directional buttons to move the map.

Saving Data

If you have a MEMORY CARD, you can interrupt gameplay and save the game data, then resume the same game later on. Data can be saved at Save Points and on the Field Map menu.

Save Points *(Memory Statues)*

Glowing blue Save Points are found in certain towns and dungeons. To save data there, move up to the Save Point and press the X button to bring up the Save Data screen.

Field Map

On the Menu screen, displayed with the Triangle button *(or the SELECT button)*, you can select SAVE to bring up the SAVE screen in order to save your game data. The SAVE command is darkened and unavailable in all locations except on the Field Map. NOTE: You can only save at memory statues in Towns and in Dungeons.

Viewing the Menu Screen

The Menu screen is for checking your character's current status and also for equipping weapons, using items and summoning Seru. Familiarize yourself with this important screen before moving on, as this is also where you save data and change the game options.

Viewing the Basic Screen

Except when a fight is in progress, pressing the Triangle button *(or the SELECT button)* brings up the Menu screen. There are 7 menu items altogether. Use the up and down directional buttons to select the one you want, then press the X button to enter your selection. To leave the Menu screen, press the Circle button.

Current Gold:
The gold a player currently possesses. Gold is indicated by the letter "G".

Current Play Time:
The total amount of time you have been playing.

Items

Selecting ITEMS brings up three menu items - USE, THROW OUT and ARRANGE - along with a list of the items you currently have. Use the up and down directional buttons to select, then press the X button to enter. Press the Circle button to return to the previous window.

USE: From the list of items you possess, use the directional buttons to select the item you wish to use, then press the X button. Next, use the up and down directional buttons to select the character to use the item, then press the X button again to complete the process. Items that are darkened out are unavailable.

THROW OUT: From the list of items you possess, use the directional buttons to select the item you wish to throw away, then press the X button. When the message "Are you sure?" appears, select YES to throw away the item.
Remember that even if you have two or more of an item, the entire amount will be thrown away. Important items that cannot be thrown away are darkened out.

ARRANGE: To organize your items by category. Press the X button to rearrange the items by frequency of use, beginning with the most frequently used items, such as healing items.

Magic

Magic is the act of calling a friendly Seru to heal or use against your opponent in battle. To do this, first use the up and down directional buttons to select the character to use the Seru, then press the X button to bring up the magic list on the right-hand side of the screen. Use the up and down directional buttons to scroll the cursor and make your selection, then press the X button. When selecting a Light Seru, you must also specify the character you want to be healed. To exit, press the Circle button. Only Light Seru can be summoned here.

Character Name:
The current character's LV and remaining MP.

Name/Effect:
Indicates the Magic Level and effect of each summonable Seru.

Magic List:
A list of the attributes and names of summonable Seru. The names of non-summonable Seru are darkened out when the cursor appears. Use the right and left directional buttons to turn the pages and, if you have selected a Light Seru, select the character to be healed by the Seru, the Magic Level, and MP used.

About Magic Level

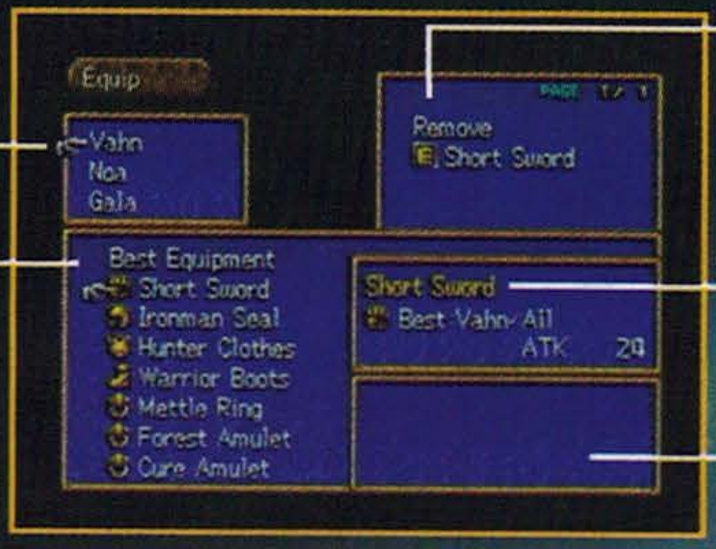
As Magic is used repeatedly, the Magic level increases, indicating greater power to summon. Higher Magic levels are sometimes accompanied by additional effects that are added to your character's standard powers. Note that there is no indication of experience, etc.

Equipping

Characters can be equipped with weapons, protective gear and accessories. First use the up and down directional buttons to select the character you wish to equip, then press the X button to enter. Next, select the body part to equip to bring up a list of available gear on the right-hand side of the screen. From the list, select the gear item you want, then press the X button to enter your choice. Press the Circle button to return to the previous window.

Character Name:
The name of the character to equip. Select with the up and down directional buttons.

Current Equipment:
The equipment that the character is currently wearing.



Gear List:
A list of the gear you have, arranged by type. The symbol "E" indicates an item currently equipped.

Name and Effect (gear effect):
Indicates the effect and strength of the gear item.

Special Effect (skill):
Indicates the special effect that the equipment imparts.

Equipping for Maximum Effectiveness

When BEST EQUIPMENT is selected, your character is automatically equipped with the best gear. The names of the best weapons and protective gear available appear on the right. Simply press the X button to complete equipping. This feature is convenient when there are a large number of gear items to choose from.

About Accessories

Up to 3 accessories can be equipped at one time. Each accessory contains a hidden skill that enhances a character's fighting or moving abilities. There are two categories of skills: individual skills, which are imparted only to the person equipped with the accessory, and shared skills which are imparted to everyone in your party. These are indicated on the item description screens by the letters "I" *(Individual)* and "A" *(All)*. The skills of multiple accessories can be used together when those accessories are worn at the same time.

Status

Bring up the Status screen to check on the status of each character, such as abilities, Arts acquired and parameters.

The right window shows the character's current HP, MP, strength, equipment and experience, as well as the experience needed to reach the next level.

Change Category:
Use the left and right directional buttons to switch between 4 categories: Condition, Skills, Magic and Moves.

Condition

LV: A character's current level.

Ra-Seru *(Meta)* LV: The current level of the equipped Ra-Seru.

HP: Indicates a character's physical strength. The larger the number, the more strength the character has. The left number is current HP, the right is maximum HP.

MP: A character's Magic points. This number indicates how much Magic a character can use, and decreases each time Magic is used. The left number is current MP, the right is maximum MP.

AP: *(Arts Points)* Needed to use Arts during combat.

ATK: *(Attack power)* The character's attack power. The larger the number, the more damage the character can inflict.

UDF: *(Upper defense)* A number indicating the degree to which damage to the upper body is minimized; increased by head and body equipment.

LDF: *(Lower defense)* Indicates the degree to which damage to the lower body is minimized; increased with body and leg equipment.

SPD: *(Speed)* A number affecting the character's attack sequence and the probability of fending off an opponent's attack.

INT: *(Intelligence)* A larger number has a greater effect on Magic power and damage sustained from an opponent's special attack.

AGL: *(Agility)* Indicates the length of the agility gauge shown at the bottom of the scene during battles.

Note: For each item, the right-hand number is the original value, while the left-hand number is the corrected value.

Experience: A numeric indicator of fighting experience. The more opponents you defeat in battle, the higher this number gets. Your level advances upon reaching a certain number of experience points.

Next level: The experience needed to advance to the next level.

Weapons: The knives, swords, axes and other hand-equipped weapons; affects attack power.

Protective equipment *(head)*: Protective equipment worn on the head; affects upper defense power.

Protective equipment *(body)*: Armor, clothing and other protective equipment for the body; affects both upper and lower defense power.

Protective equipment *(legs)*: Protective equipment for the legs; affects lower defense power and the attack power of kicks.

Accessories: Indicates accessories worn on the body; can sometimes affect parameters.

ATR: *(Attribute)*: The 7 elements are Earth, Water, Fire, Wind, Thunder, Light and Dark.

About Attributes

Each Seru belongs to one of 7 elements: Earth, Water, Fire, Wind, Thunder, Light or Dark. In addition, Magic also has attributes. Magic increases or decreases in power depending on the compatibility between your Ra-Seru's attribute and the summoned Seru's attribute.

Skills

For checking the effect of accessories currently equipped. As some accessories are affected by attributes, be sure to check their effects. A description of the accessory's effect and attribute.

Magic

You can view the Seru acquired in battle by first selecting the character then using the up and down directional buttons to move the cursor that appears on the list and view the Arts, effect and useable range of each Seru. You can also press the X button again to bring up a second cursor. Use the two cursors to switch Seru. The Circle button returns you to the previous window.

Seru name:
The attribute and name of the Seru selected.

Magic Level:
Each Seru's summoned LV.; increases with repeated use.

MP Consumption:
The MP cost of summoning the Seru.

Effect:
The selected Seru's Art and its effect.

Moves

For checking the Arts that each character can use in combat. Select a character to bring up a cursor on the list, then use the up and down directional buttons to see the command and effect of that Art. The Circle button returns you to the previous window.

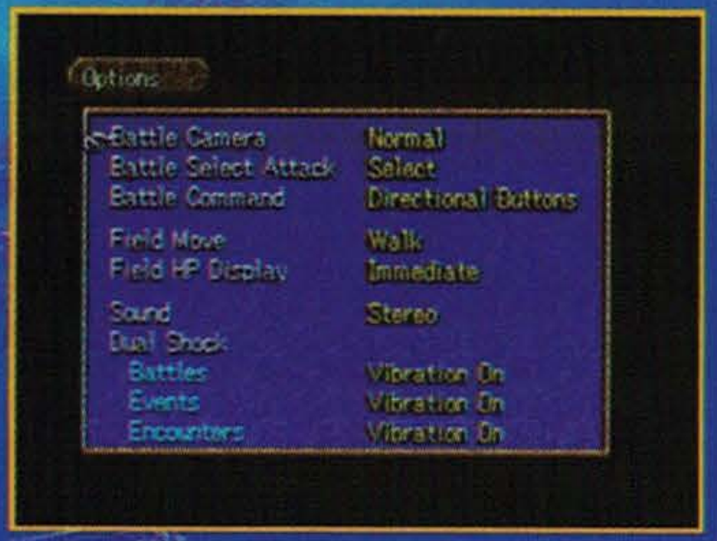
Art Name:
The name of the Art.

AP Consumption:
The number of AP's consumed when using the selected Art.

Command/Effect:
The command and effect of the selected Art.

Options

Sounds, controller functions during battle and other game settings can be customized to your preferences. To change a setting, select a category with the up and down directional buttons and press the X button to bring up a setting window. Select the setting you wish to change with the up and down directional buttons, then press the X button. When you wish to exit, press the Circle button to return to the previous window.



- Battle Camera: For changing the camera movements during battle. The 3 settings are: CLOSE, NORMAL and FAR.
- Battle Select Attack: For speeding up attack selection during battle. The 3 settings are SELECT, AUTOMATIC and COMMAND.
- Battle Commands: For changing command entry during battle. Select either DIRECTIONAL BUTTONS or X button.
- Field Move: For moving within the outdoor fields. Select either WALK or RUN.
- Field HP Display: For displaying the characters' HP levels. Select IMMEDIATE, GRADUAL, or DISPLAY OFF.
- Sound: For the sound setting, select either STEREO or MONAURAL. Be sure to select MONAURAL when using a monaural television.
- Dual Shock
  Battle: For vibrations during battle, e.g., when damage is sustained.
  Events: For vibrations during events.
  Encounters: For vibrations when encountering an opponent.

Load

If you have game data saved to a MEMORY CARD, you can interrupt a game in progress, load the saved data and resume gameplay with that data. First, select the MEMORY CARD slot, then use the directional buttons to select the number of the game data files you wish to load, then press the X button to enter.

Save

You can interrupt gameplay and save game data for all gameplay up to that point. First, select the Memory Card slot on your PlayStation unit, then use the directional buttons to select the number of the game files to save and press the X button to enter. When existing saved data is overwritten by new data, the existing data is completely lost. NOTE: You can only save at "Save Points" and when in the "Field Map".

Battle

This game features the Tactical Arts System (TAS), a unique, unprecedented type of fighting interface. Mastering all the TAS combat techniques will enable you to enjoy the full TAS experience.

Tactical Arts System *(TAS)*

The TAS interface lets you customize your sequence of attack. Players can discover powerful techniques - known as Arts - when certain commands are entered in the correct order.

A Monster Appears

When you encounter a monster, the screen changes and the monster's image and name are shown.

Character Status

Displayed on the screen from the top down are the character's name and level, current and maximum HP, and current and maximum MP. An abnormal status is shown in the level column.

Select BEGIN or RUN

Select BEGIN or RUN, depending on your situation at the time. These commands correspond to the left and right directional buttons.

Sometimes you can't run away

When you are given the choice of selecting RUN or RESELECT and you select RUN, sometimes you may fail to get away.

Select Commands

Use the directional buttons to select the commands that determine your character's actions. On the right is the name of the Ra-Seru equipped.

Spirit

Sharply increases AP and lengthens the agility gauge. Also increases your character's defense power against enemy attacks.

Item

This brings up the items window. Select the item you wish to use, then select the character to use it.

Ra-Seru (Meta/Terra/Ozma)

The Seru's Magic level and MP consumption are shown.

The Seru monsters absorbed by that Ra-Seru are shown. Select the Seru you wish to summon, then select the opponent to use it against. (*For more about Magic, see page 32.*)

Attack

Select AUTO or COMMAND to enter your attack sequence. Select according to your circumstances at that time.

Fight in the auto mode

In this mode, attack commands are selected and entered automatically. Even in this mode, special Arts are sometimes discovered, but the attack sequence selected will not always be effective against your opponent.

Viewing the Screen

Attack commands
The attack sequence commands appear when COMMAND is selected. Each corresponds to one of the directional buttons.

Agility gauge
A gauge that indicates a character's agility. The greater your agility is, the longer the gauge is, and the more commands you can enter for a single attack. Agility also increases when the character reaches a higher level.

AP (Arts Points) gauge.
Arts Points (AP) are required to use the special fighting techniques known as Arts. AP increases slightly with each turn. When an Art is used, AP decreases by the number of AP's needed to use that Art. In addition, AP jumps dramatically when the Spirit command is used or when damage is sustained.

Attack Strategies

There are four types of attack strategies, described below. Select a combination effective against each specific opponent.

High Kick

A kick to the upper body. While effective against floating monsters, a high kick will miss *(and so is essentially ineffective against)* small monsters.

Right hand -> Ra-Seru

An attack with your dominant hand. The command changes after you meet a Ra-Seru. As you move further ahead in the adventure, the Ra-Seru rises in level as a weapon, raising your attack power.

Left -> Arms

An attack with an equipped weapon. Compatibility between character and weapon is a factor, and the amount of agility consumed will depend on whether the weapon used is your character's specialty or not. For this reason it is best to equip only those weapons at which your character is proficient.

Low Kick

A kick to an opponent's lower body. Its effectiveness is the reverse of a high kick: effective against small monsters, but not against floating monsters, which this kick misses altogether.

Enter the Attack Commands

Enter attack commands into the agility gauge. To delete a command you have entered, press the Circle button. To stop input before the gauge is filled, press the X button after entering the last command you wish to enter. You can also use the Triangle button to see a list of the Arts commands you have learned up to that point.

When you are finished entering commands, select the opponent to attack.

Once selections have been entered for all characters, each character's actions are indicated in the lower left-hand corner of the screen. Select either BEGIN or RESELECT.

Combat begins

Characters attack in descending order of speed. Damage is indicated for each punch and kick, and at the end of fighting, the number of hits and total damage are indicated for each character.

Fighting continues until you successfully run away or until one side is defeated. Repeat the same steps until fighting is over.

Acquire experience points and gold

If you are victorious against your opponent, you acquire experience points and gold *(G's)*. Items are sometimes acquired at this time.

Your team loses if all members are knocked out

A character is knocked out when its HP falls to 0. When all members of your party are knocked out or turned to stone, your party loses and you are returned to the title screen to start over.

Try again

Selecting RESELECT cancels the last character's action. To return to the character before that, press the Circle button.

Arts

Types of Arts

There are several types of Arts, each of varying power. There are others besides the two described below, but you must find them yourself.

Arts

More powerful than an ordinary attack. Delivers a combination of consecutive strikes against your opponent.

Hyper Arts

Techniques even more powerful than Arts. The actual attack is customized to each character's specific attributes.

How to Acquire Arts

During combat, select COMMAND and try inputting different combinations of attack commands. If the commands are entered in the right combination for a specific Art, you acquire that Art if you have the necessary number of AP's for it. Press the Triangle button during command entry to bring up a list of the Arts you have acquired.

Magic

During battle, Seru absorbed using the power of a Ra-Seru can be summoned and used for various effects. Seru are absorbed and summoned only by individual characters, not by your entire party.

How to Absorb Seru for Later Summoning

When a Ra-Seru-equipped character defeats a Seru monster by direct attack either in the COMMAND or AUTO modes, that character has a certain probability of absorbing the Seru. A Seru monster that you have already absorbed cannot be re-absorbed.

How to Use Magic

Absorbed Seru can be summoned during battle, although summoning consumes MP's.

Which Monsters are Seru Monsters?

It's simple: Any monster with an icon indicating the type of element in its name is a Seru monster. The icon indicates the monster's element. Remember that Seru monsters appear in towns, dungeons or other locations only when the Mist is present.

Abnormal Status

Some enemy attacks will affect the health status of your character. Abnormal statuses can be cured with the proper items. Use the items wisely and quickly when affected by an abnormal status.

Types of abnormal status:

Poison: Maximum HP decreases 5% every turn and attack and defense powers also gradually decrease. HP will not fall below 1.

Toxic: Maximum HP decreases 10% every turn and attack and defense powers also decrease rapidly. HP will not fall below 1.

Numb: Unable to move for several turns, or until attacked.

Rot: Appears on right hand, left hand, and legs. Unable to use affected areas in combat.

Curse: Unable to use Magic. Vulnerable to attacks.

Stone: Will not take any damage when attacked, but will not be able to move. Must use Medicine to cure.

Characters

Vahn

A young boy living with his father and younger sister in Rim Elm, a remote village whose high walls keep the Mist out. Possessing a strong sense of justice, Vahn is determined to uncover the true nature of the Mist and free the world from its terror. After his fateful encounter with the Ra-Seru Meta, he leaves his village to embark on a great adventure.

Possesses a good balance between offense and defense in combat. Parameter growth is average. Having a Ra-Seru of the fire attribute, Vahn is not very adept at summoning Seru of the water attribute — his only weak point.

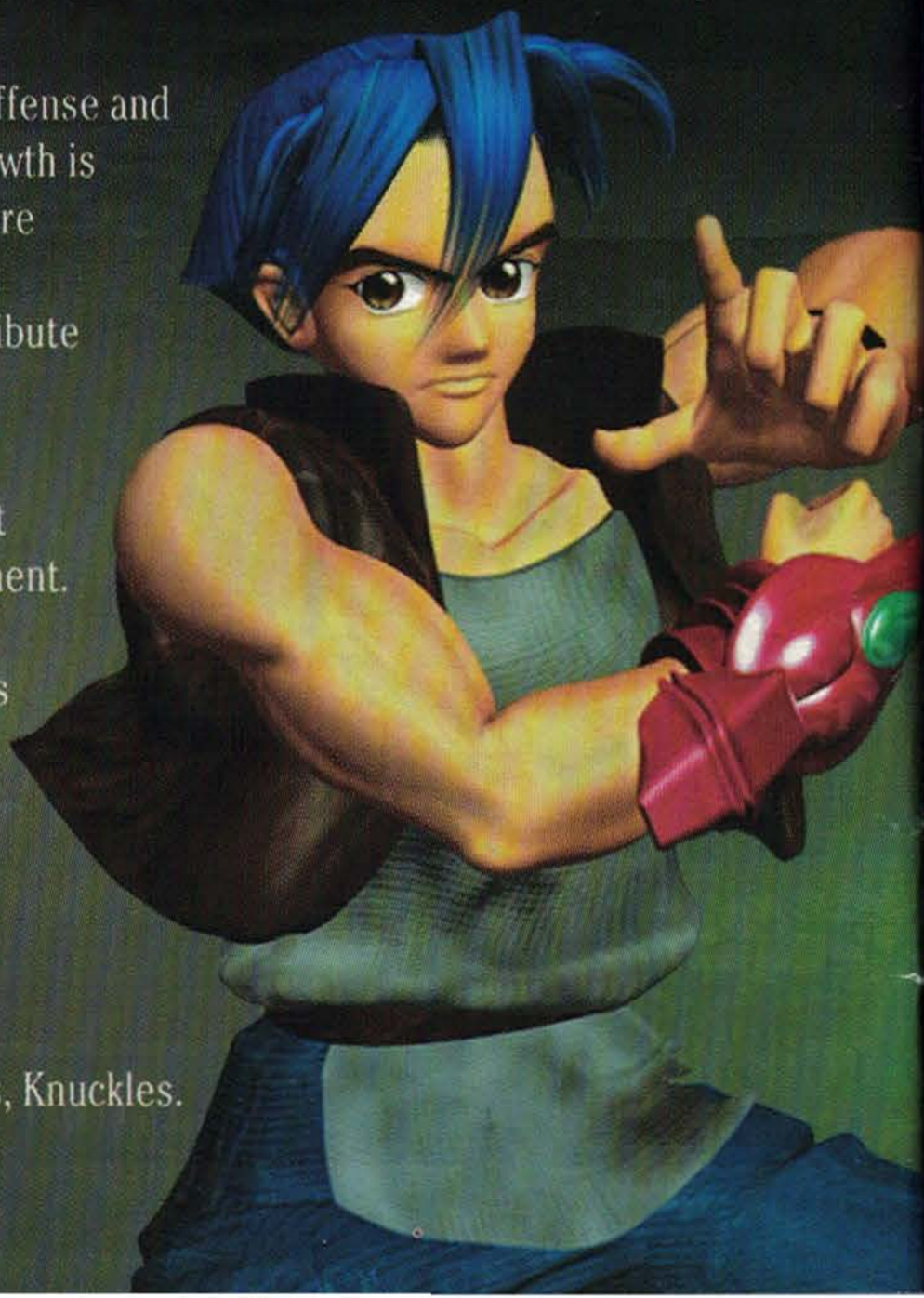
Charging Scorch ↓ → ?
A tackle with the left shoulder that inflicts major damage on an opponent.

Power Punch ← ← ?
Blows with the left and right hands administered simultaneously.

PK Combo ↓ ↑ ? ?
A combination of techniques executed in rapid succession against an opponent.

Attribute: Fire.

Favorite Weapons: Knives, Swords, Knuckles.



Noa

Raised by a wolf in Snowdrift Cave, which miraculously escaped the Mist, Noa is not very articulate, but, on the other hand, possesses a natural intuition and the ability to perceive evil. She is curious and cheerful, but has an extreme dislike of being alone.

With excellent vitality and speed, Noa is proficient at consecutive attacks. Her light, nimble body, although giving her excellent agility, makes her somewhat lacking in strength and upper defense power. She is the only left-handed character of the three.

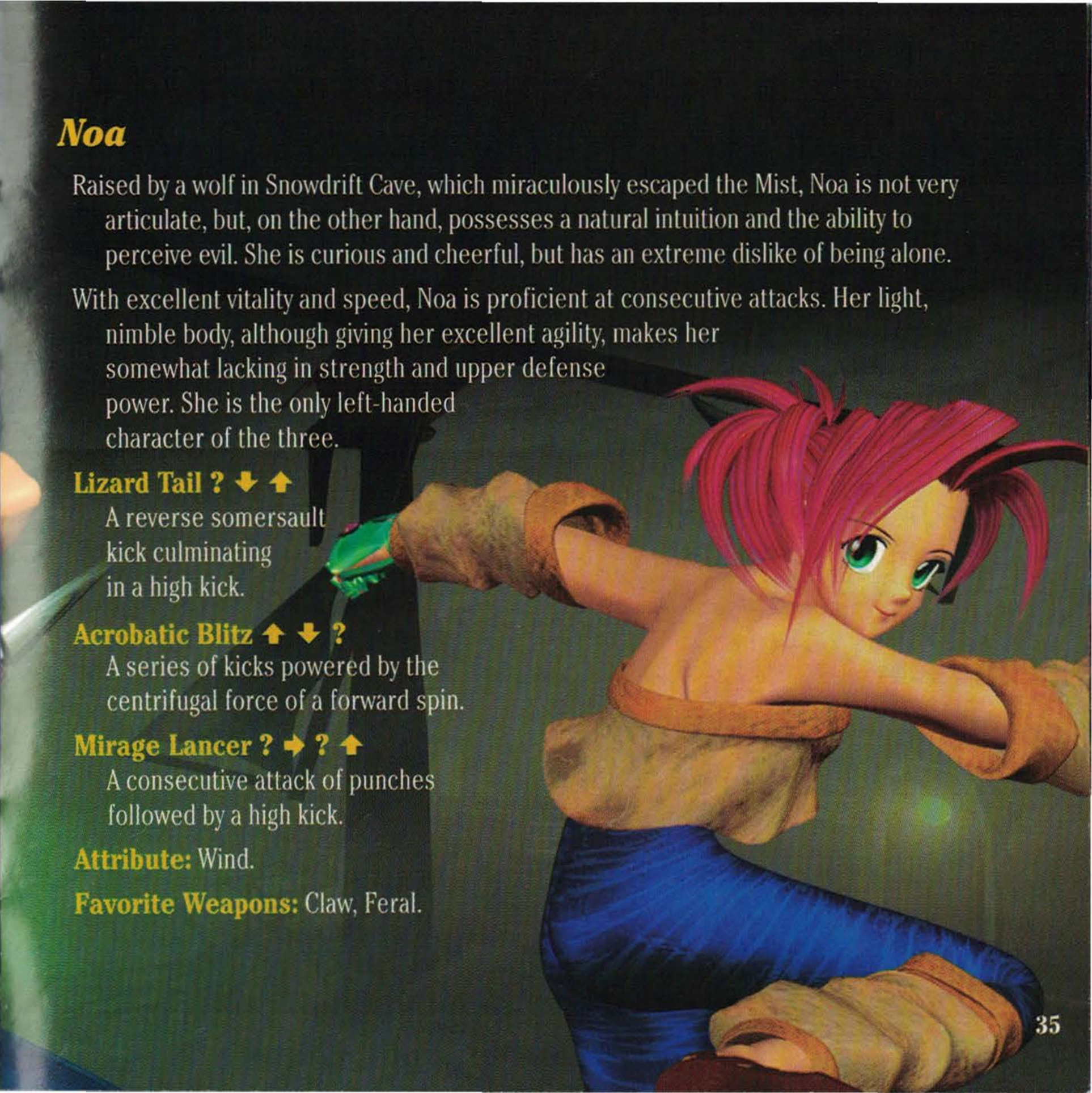
Lizard Tail ? ↓ ↑
A reverse somersault kick culminating in a high kick.

Acrobatic Blitz ↑ ↓ ?
A series of kicks powered by the centrifugal force of a forward spin.

Mirage Lancer ? → ? ↑
A consecutive attack of punches followed by a high kick.

Attribute: Wind.

Favorite Weapons: Claw, Feral.



Gala

A warrior-monk of Biron, a faith centered on the belief in physical and mental discipline through rigorous training. Having lost both parents to the Mist when he was a child, Gala not only disavows the use of Seru but also hates the Seru themselves. Even after attaining the title of Master at the youthful age of 17, the ever-serious Gala continues his rigorous training without pausing to celebrate this achievement.

His well-trained body delivers the most powerful attacks of the three. On the other hand, his vitality and speed ratings are low, and he is the least adept at combining Arts.

Flying Knee ↓ ↑ ?

A crippling knee kick administered at the end of a powerful jump.

Back Punch ← ? ←

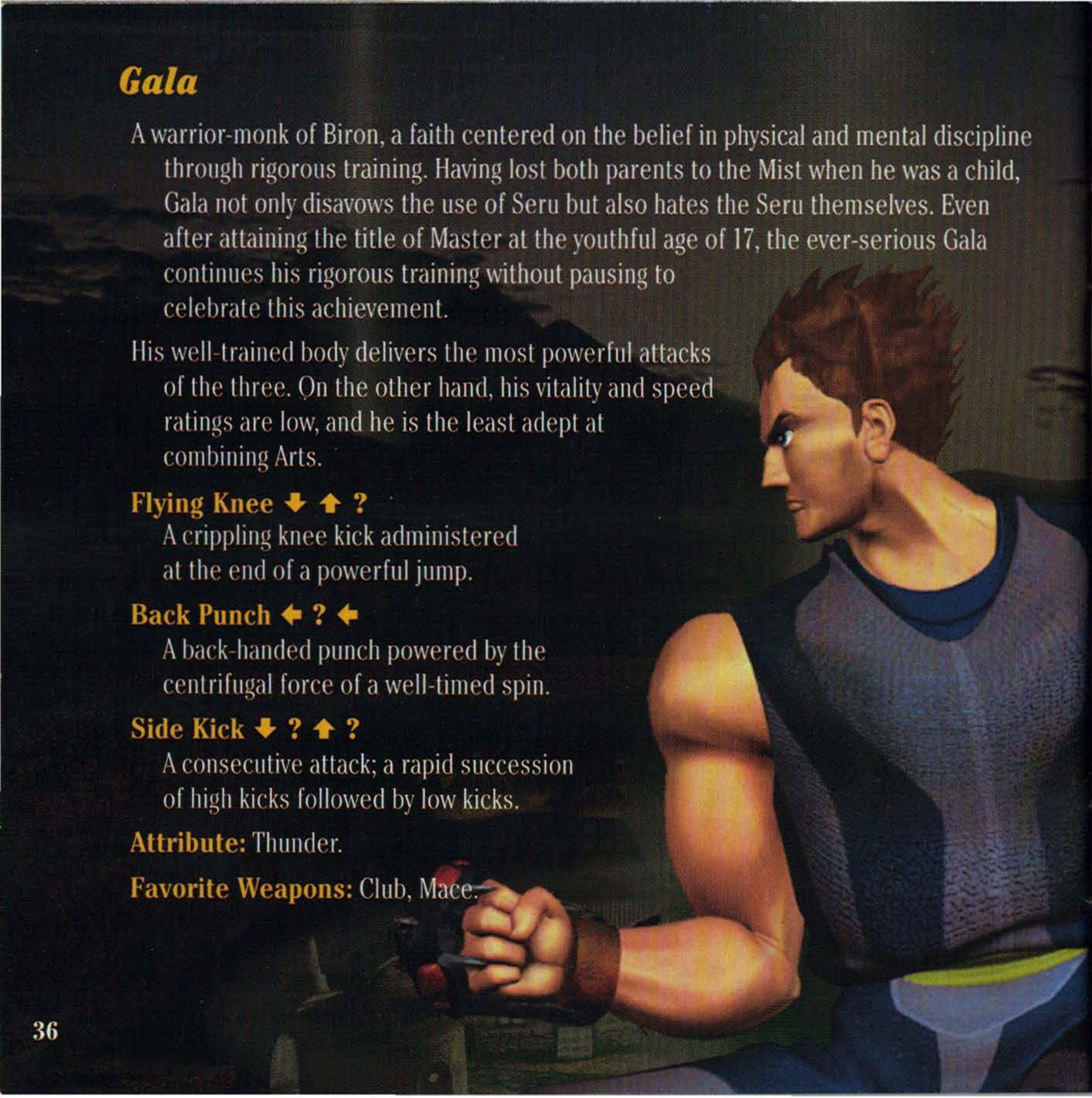
A back-handed punch powered by the centrifugal force of a well-timed spin.

Side Kick ↓ ? ↑ ?

A consecutive attack; a rapid succession of high kicks followed by low kicks.

Attribute: Thunder.

Favorite Weapons: Club, Mace.

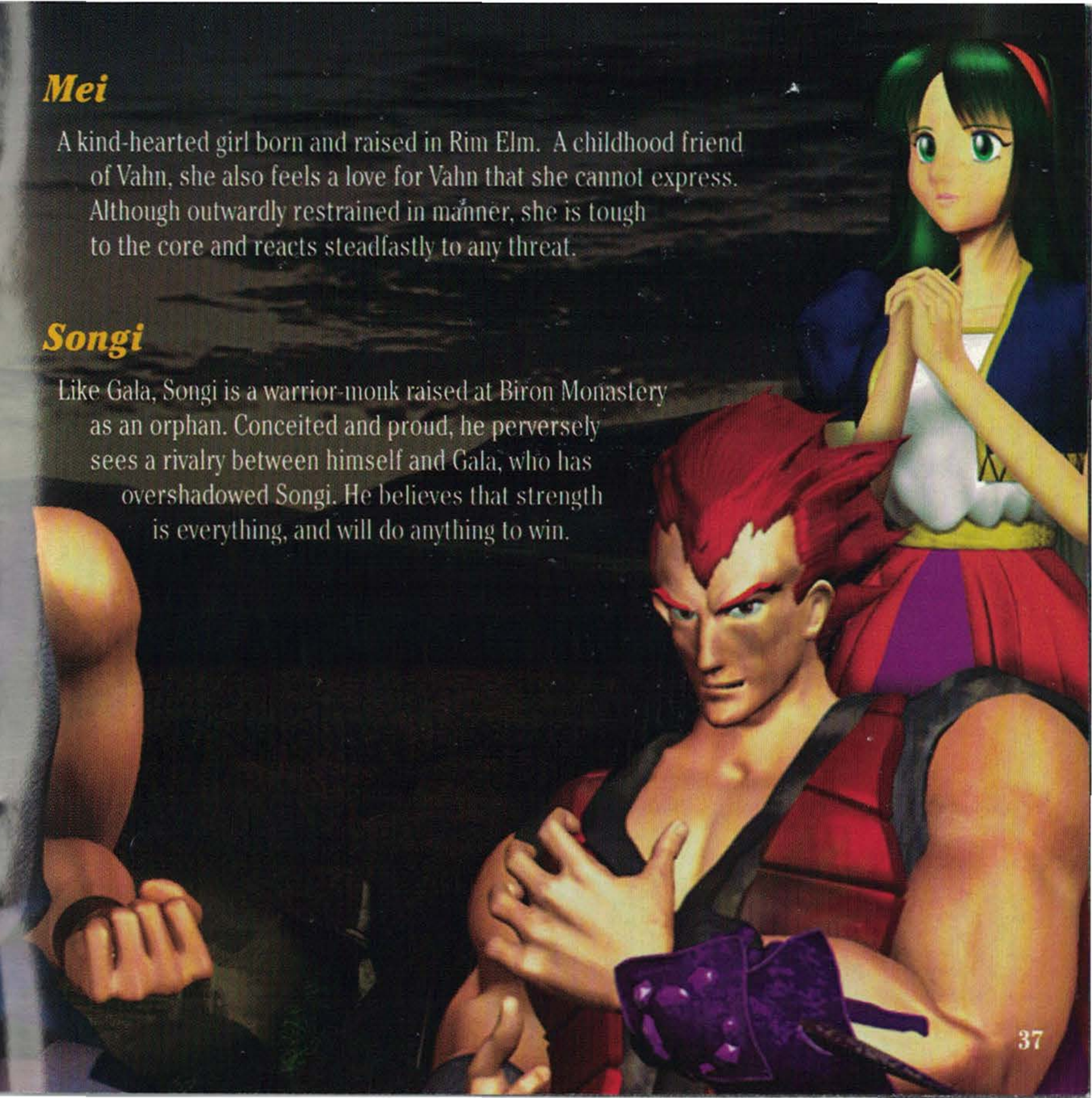


Mei

A kind-hearted girl born and raised in Rim Elm. A childhood friend of Vahn, she also feels a love for Vahn that she cannot express. Although outwardly restrained in manner, she is tough to the core and reacts steadfastly to any threat.

Songi

Like Gala, Songi is a warrior-monk raised at Biron Monastery as an orphan. Conceited and proud, he perversely sees a rivalry between himself and Gala, who has overshadowed Songi. He believes that strength is everything, and will do anything to win.



Adventure Hints

Below are several hints to help you in your adventure through the world of Legaia.

Training with Tetsu

In the village that begins our story, you will find a martial arts master named Tetsu standing silently on the beach. Talk to him to receive training in the basics of fighting.

Acquiring items

Items are sometimes acquired when checking the contents of objects like dressers and pots. When this happens, a message appears telling you what object you have acquired, and the item is automatically added to the collection of items you already have.

Use the Command attack mode to find new Arts

When you first start out, use the Command attack mode to learn as many Arts as you can. Also use the Command attack mode to search for new Arts when you level-up and the number of commands you can enter increases.

Combine multiple Arts in a single attack

Two or more Art commands can be entered back-to-back, and there is a way to abbreviate Art commands when doing so. Here's a hint: Look at the connecting parts of two adjacent commands.

Use the signs to avoid getting lost

All over the field are signs pointing the way. If you see a sign on your way somewhere, be sure to read it carefully. Press the X button while standing in front of a sign to read that sign.

Use accessories to gain special abilities

Each accessory imparts a skill, or special ability. Characters do not normally differ in their special abilities, but can acquire various characteristics by wearing accessories. You can create your own original character by combining these skills in effective combinations.

Increase your Magic LV

The more Seru you summon, the higher your Magic LV rises. A higher Magic LV means not only greater power but also the ability to use additional effects — very important when fighting against the most formidable opponents. During combat, use Magic whenever possible.

Move ahead after making careful preparations

In the game are several maps that you cannot enter after a certain event has ended. That does not mean you will be unable to clear that point. Nonetheless, you should check every corner carefully rather than plunging ahead blindly.

Use a Memory Statue whenever you find one

The save feature can be used anywhere in the outside field, but in a town or dungeon, a Memory Statue is needed to do so. Conversely, think of the Memory Statues as marking important points in your adventure. Even a Memory Statue in what appears to be an unimportant location should be considered an omen of something. Be sure to make every preparation before moving on.

Be aware of everything around you

When you think you have reached a dead end, carefully examine the sights and sounds around you. When you think you are stuck, look around, for something is sure to be different.

Mysterious Statues

To the right in Hunter's Spring are four Mysterious Statues. Written on the pedestals of each are the rules of Fighting, Accessories, Magic and Arts. While standing in front of a pedestal, press the X button to bring up a list of the categories of rules. Use the up and down directional buttons to select, then press the X button to enter.

Weapons

Each character specializes in a different category of weapon, and so the amount of damage your character is capable of inflicting will vary depending on the weapon equipped.

Name	Category	Expert
Survival Knife	Knife	Vahn
Battle Knife	Knife	Vahn
Short Sword	Sword	Vahn
Nail Glove	Claw	Noa
Crimson Nail	Claw	Noa
Survival Club	Club	Gala
(*Vahn*) Fist	Knuckle	Vahn
(*Noa*) Feral	Feral	Noa
(*Gala*) Mace	Mace	Gala

Armor

Equipping protective gear will increase your upper or lower defense power, thereby minimizing the damage sustained during attacks by opponents.

Name	Character	Protects
Warrior Seal	Vahn	Head
Ironman Seal	Vahn	Head
Guardian Clip	Noa	Head
Green Clip	Noa	Head
Power Earring	Gala	Head
Hunter Clothes	Vahn	Body
Savior Clothes	Vahn	Body
Fighting Robe	Noa	Body
Green Robe	Noa	Body
Power Plate	Gala	Body
Warrior Boots	Vahn	Leg
Ironman Boots	Vahn	Leg
Electric Shoes	Noa	Leg
Tempest Shoes	Noa	Leg
Power Shoes	Gala	Leg

Accessories

Each type of accessory delivers a different special effect when equipped. Generally, accessories must be purchased at a shop, but some can be found hidden in treasure chests. If you come across an accessory during your adventure, be sure to acquire it for later use!

Name	Effect when equipped
Mei's Pendant	10% rise in maximum HP
Target Chain	Land a higher percentage of blows
Defender Chain	Block a higher percentage of your opponent's blows
Cure Amulet	Disable all your opponent's poison attacks
Scarlet Jewel	Upper-body defensive power up 20%
Azure Jewel	Lower-body defensive power up 20%
Mettle Ring	10% rise increase in AP
Golden Compass	Increases the probability of a first-strike by companions
Silver Compass	Decreases the probability of a first-strike by opponents
Ivory Book	Increases the probability of absorbing new Magic

Items

Items are varied to include those that restore HP and those that raise your statuses to give you an advantage in combat. Items are normally used on one of three screens: the Combat screen, the Status screen or the Field screen.

Name	Effect
Healing Leaf	Restores 1 member's HP by 200
Healing Bloom	Restores all members' HP by 200
Magic Leaf	Restores 1 member's MP by 50
Antidote	Cures *Poison* status during combat
Medicine	Cures every abnormal status except *Knocked Out*
Phoenix	Cures *Knocked Out* status
Door of Light	For escaping from a dungeon
Door of Wind	For warping to an already-visited town (field only)
Fury Boost	Maintains extended vitality gauge for that fight

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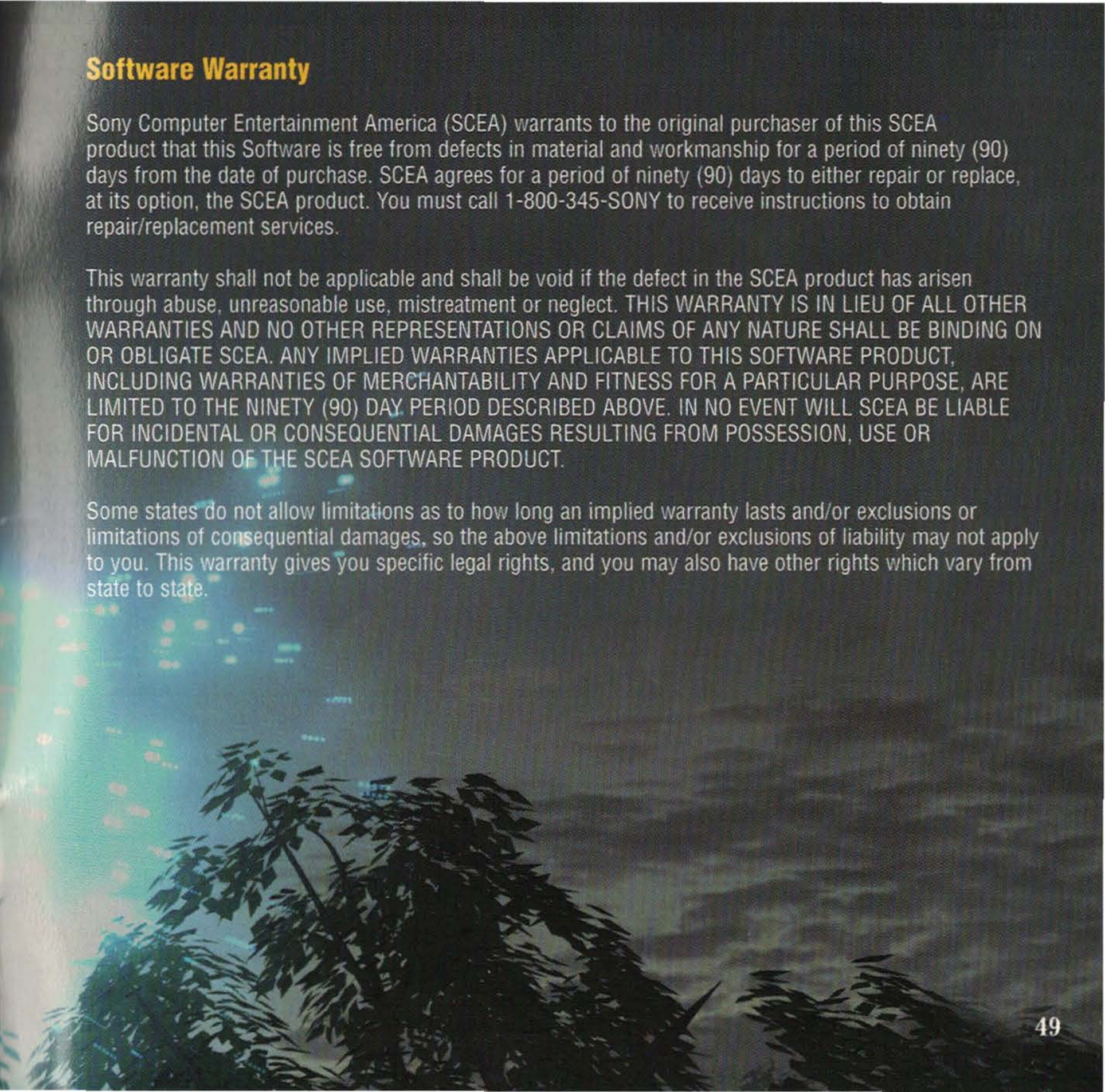

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